

INTERACTION NOTES:

1) XD LOGO

Contains the Avatar, and links to My Profile for registered users.

2) AVATAR

The Avatar will be generic for unregistered users, and customizable for registered users.

3) LOGIN PANEL

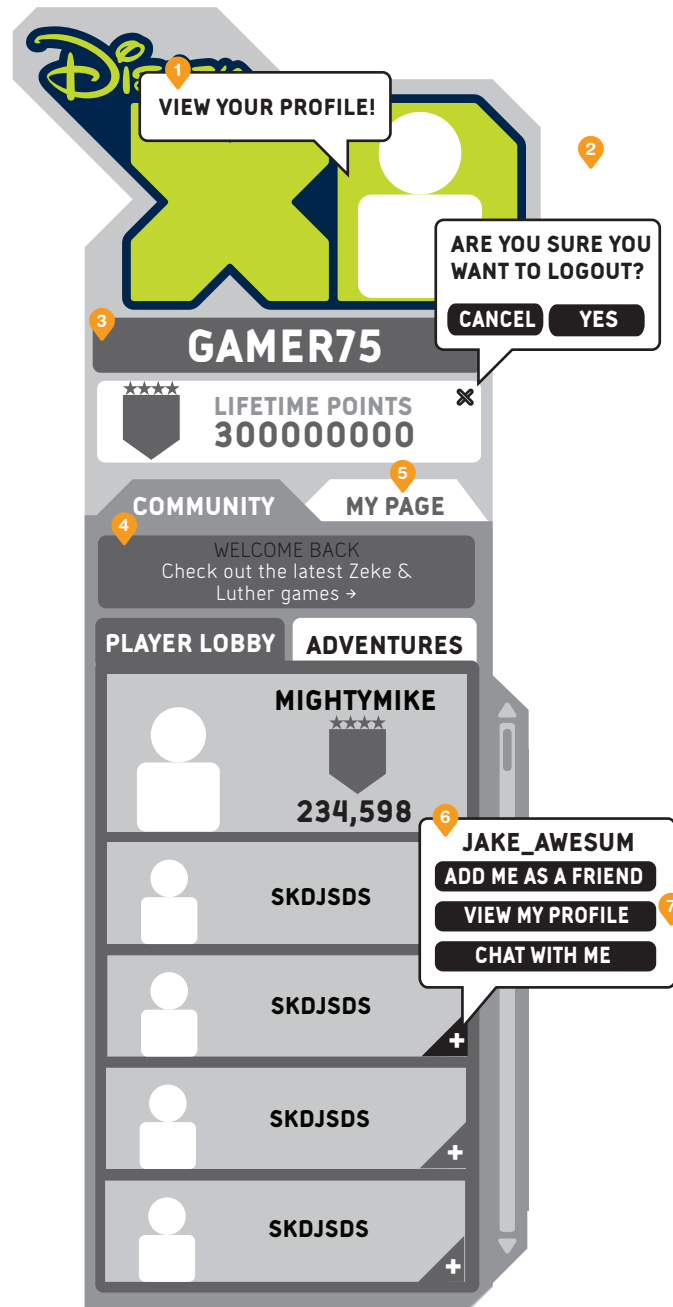
Simple login with user & password fields, a submit button, and a help button (which opens a new generic FAQ/Help page).

4) REGISTER TAB

Links to the register popup screens.

5) CALL TO ACTION / AD

Depicts an ad space usable for either a promotion or a call-to-action for registration.



HOW TO GET HERE:

- Log in.

INTERACTION NOTES:

1) MY PROFILE LINK

Whenever the user is interacting with the HUD, a speech bubble appears over the avatar as a call to action to click the avatar/logo to go to the user's own profile. On rollout of the HUD, the speech bubble goes away.

2) LOGOUT

Clicking the top right close button brings up a logout confirmation.

3) STATS PANEL

Lists basic stats of the logged in user, including rank (symbol/icon based) & points. Character limit for user name is 4-16 characters, and 9 digits for lifetime points.

4) COMMUNITY CALLOUTS

Text or images can play in this area to promote new features or items.

5) MY PAGE TAB

Clicking this changes the HUD to your list of friends and favorites.

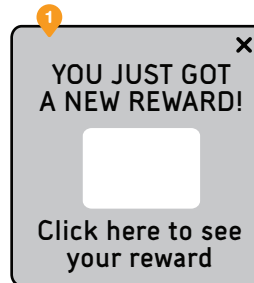
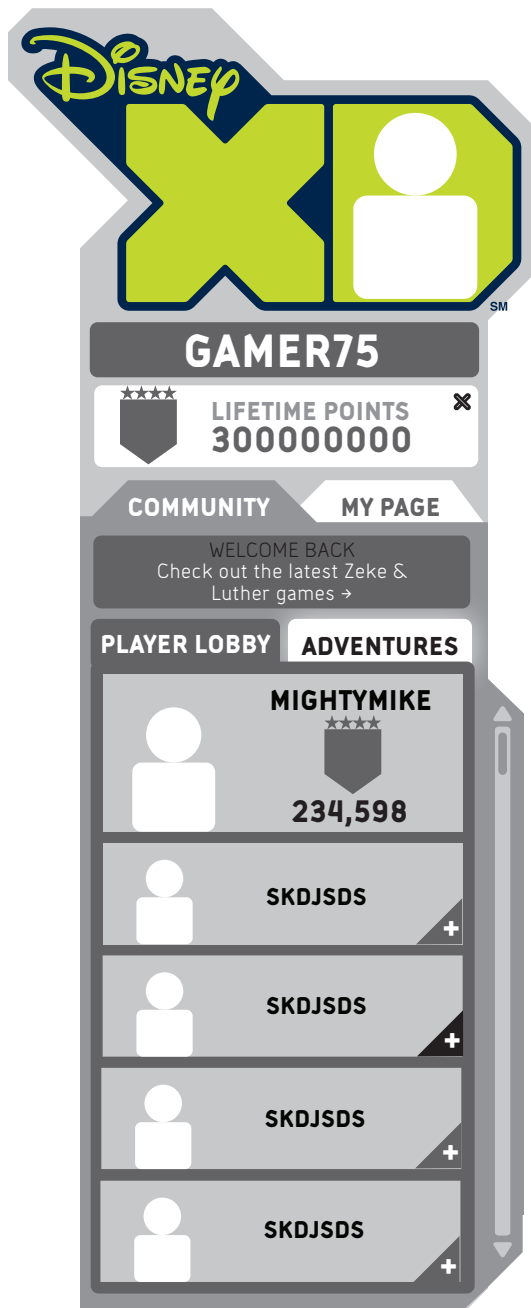
6) PLAYER ROLLOVER

Rolling over any profile in the Player Lobby brings up a small menu, which gives 3 options: "Add Me As a Friend", which adds this player to your friends list, and "View My Profile", which has the behavior as described below, and "Chat with me", which involves canned chat.

This option is preferred over having the player box expand on view because the speech bubble popup scales better with the possibility of adding more button options.

7) VIEW PROFILE

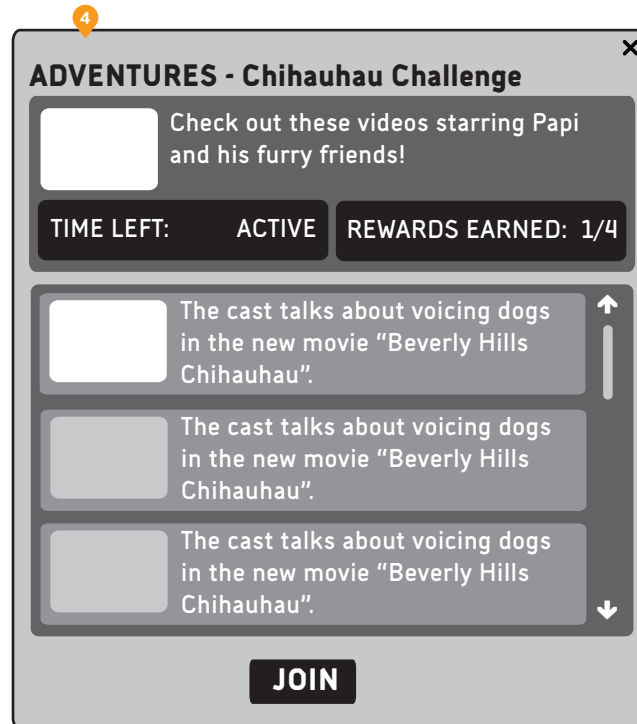
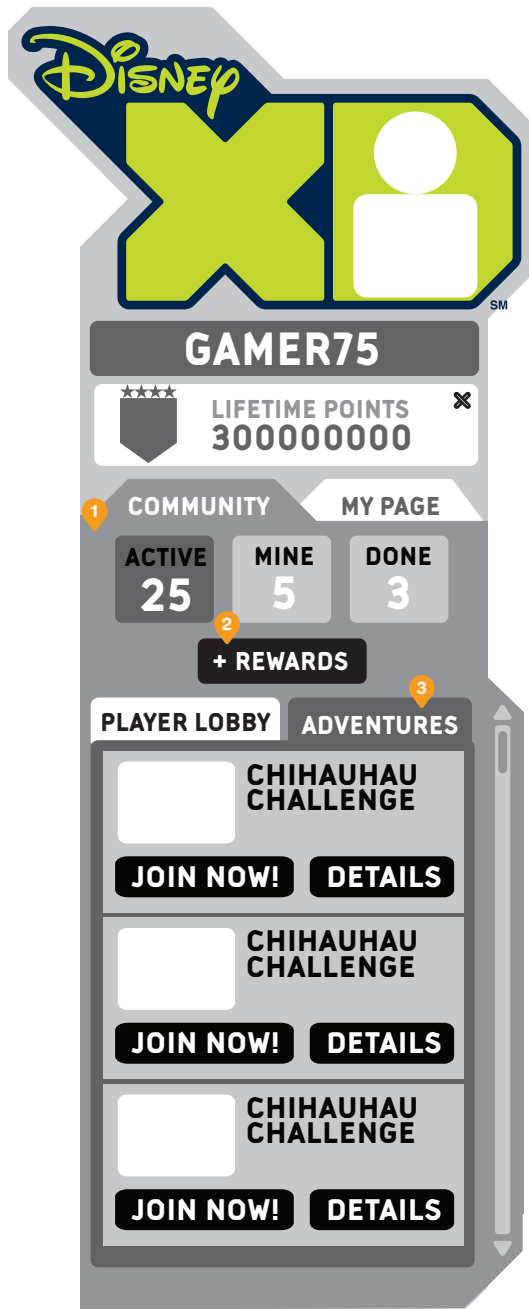
clicking on this button, a large PROFILE widget will fly onto screen with person's extended info and trophies. Similar with friends list as well.



INTERACTION NOTES:

1) REWARDS CALLOUT

When a new reward is given, a popup occurs. Clicking on the popup opens the HUD to the rewards page, with the new award being the most recent item.



HOW TO GET HERE:

- Clicking the "All" button.
- Clicking the "Adevntures" button (default state when adventures opens)

INTERACTION NOTES:

1) ADVENTURES PANEL

Contains 3 buttons to switch views of the Adventures list between Active, Mine, and Done. There is the possibility of having all active adventures be "Mine", in which case there would only be two buttons, "Active" & "Done". Thumbnails are 33 x 33.

2) REWARDS BUTTON

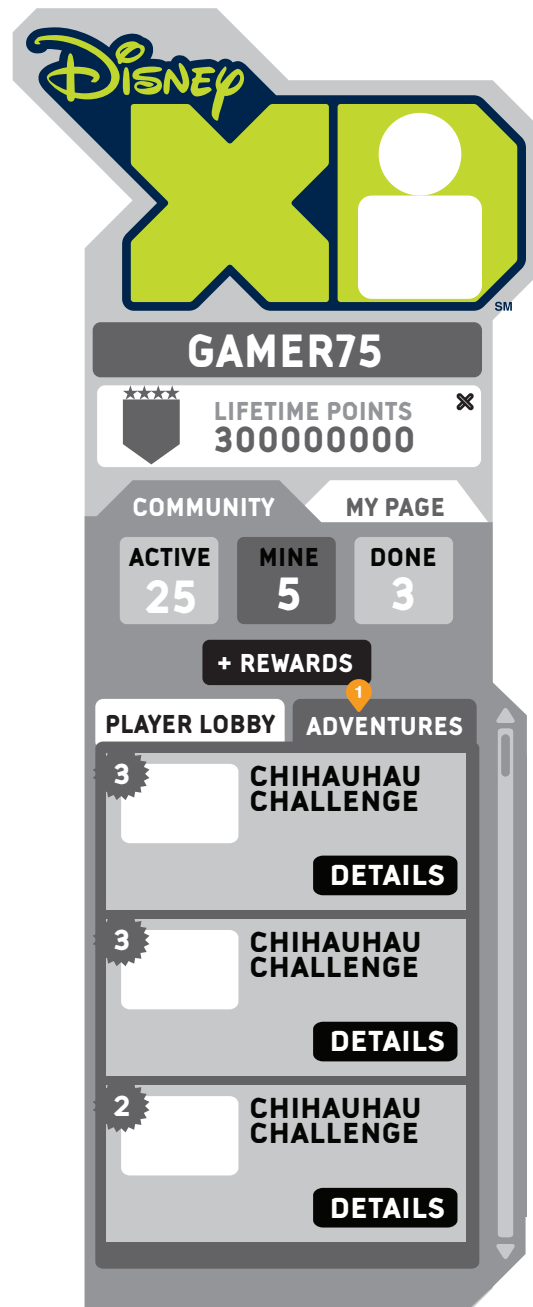
A toggle that lists rewards earned.

3) ADVENTURES LIST

Lists adventures. Contains 2 buttons, "Join Now" (adds adventure to "Mine" list when clicked) and "Details".

4) ADVENTURES PANEL

A hovering, draggable, panel with Adventure info. Activated when the details button is clicked in an adventure listing. Rewards not yet earned will be faded back. A join button appears if the adventure has not yet been joined. Thumbnails are 33 x 33.



HOW TO GET HERE:
 - Clicking the "Mine" button.

INTERACTION NOTES:

1) ADVENTURES PANEL - MINE

Shows adventures currently being undertaken. A notification at the top left indicates the number of badges already won. Clicking details brings up the Adventures floating panel.



HOW TO GET HERE:
 - Clicking on the "done" button.

INTERACTION NOTES:

1) ADVENTURES PANEL - DONE

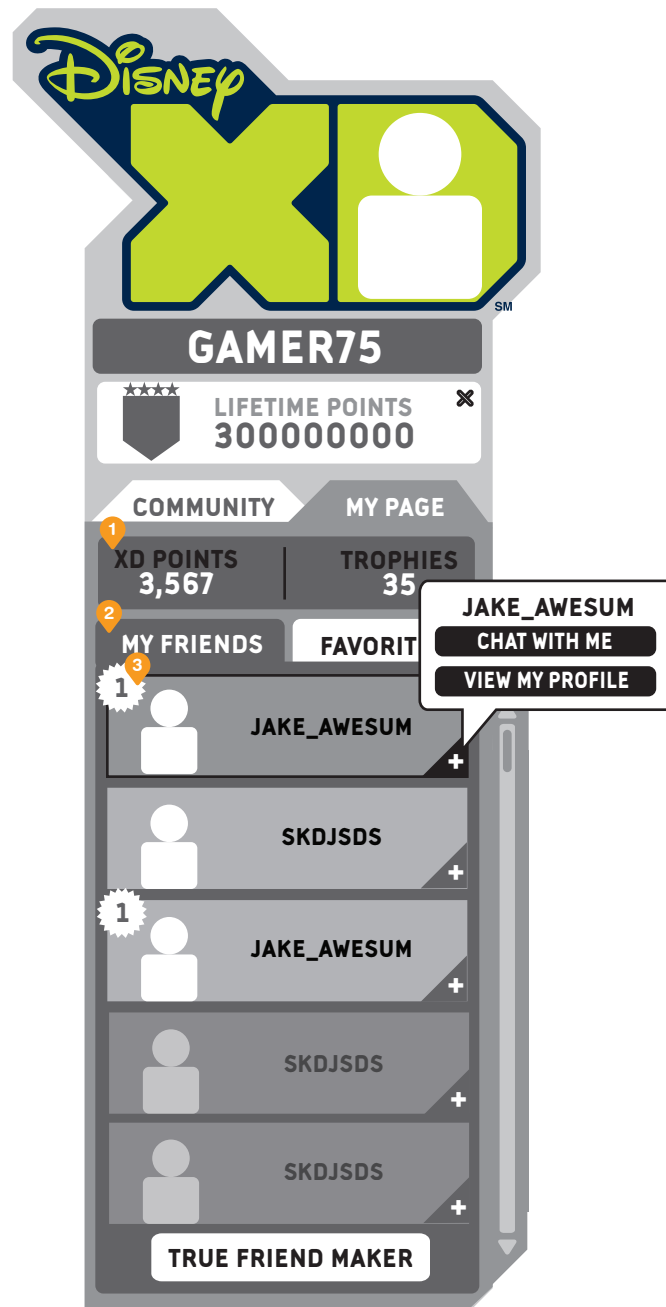
List of completed adventures. Clicking details brings up the Adventures floating panel.



HOW TO GET HERE:
 - Click the "Rewards" toggle button.

INTERACTION NOTES:

1) REWARDS LIST
 Lists all rewards earned.



HOW TO GET HERE:

- Click "My Friends" tab.

INTERACTION NOTES:

1) MY PAGE STATS DETAIL

Lists XD Points and how many trophies you possess.

2) MY FRIENDS

Lists registered user's friends. Button options for each user in the list include a chat button to initiate chat, and a profile button to view their public profile page.

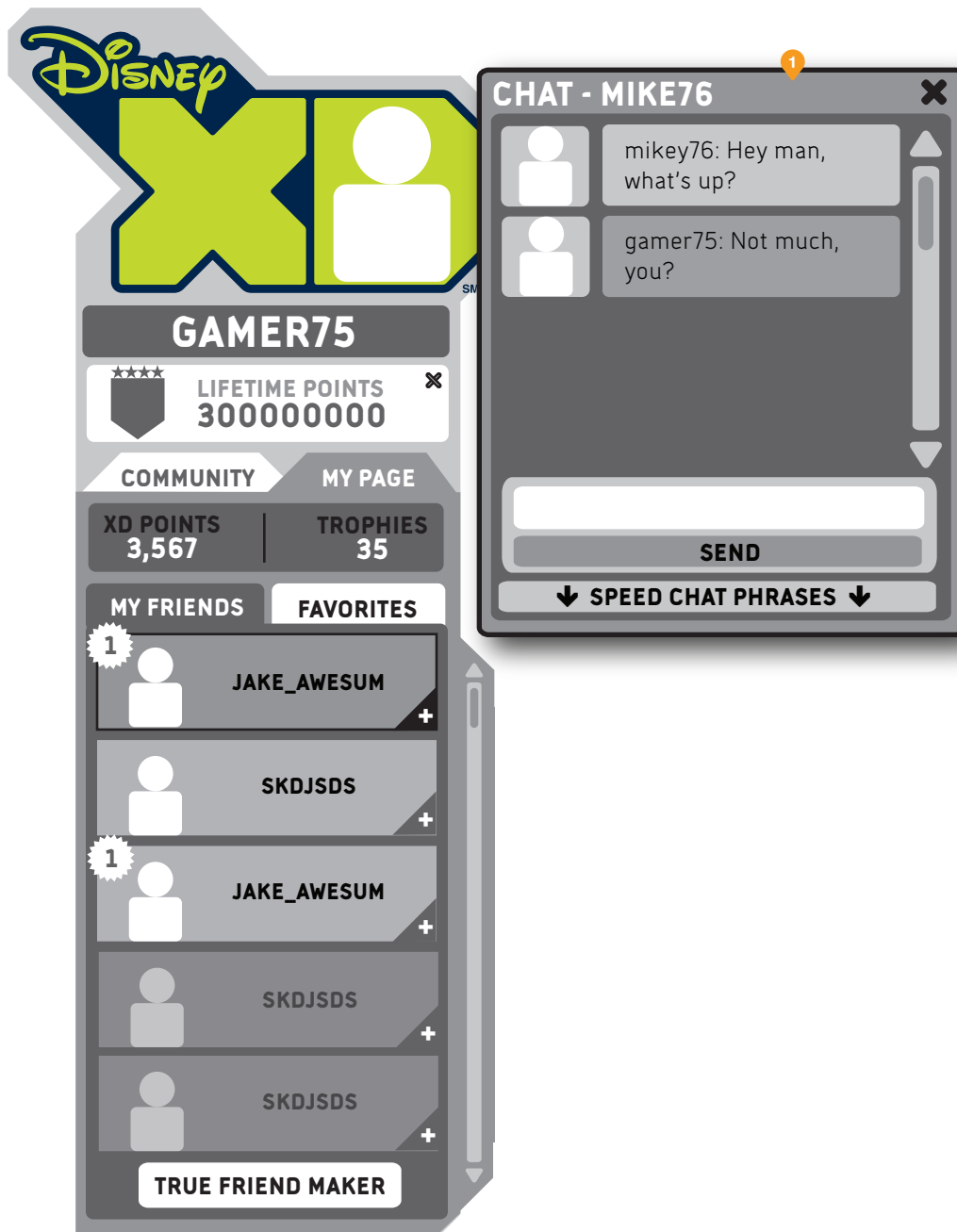
On rollover, the options are similar to the player lobby, except for the ability to do open chat.

Users not online are semi opaque, with no chat option.

Friends with the most recent activity, especially in relation to the user such as chatting with them, rises to the top of the list.

3) CHAT NOTIFICATION

A visual that lets you know how many unanswered chat messages have been sent from your friend. The icon is separate hotspot state that when clicked, takes you straight into chat mode (chat window pops up, with their messages shown first).



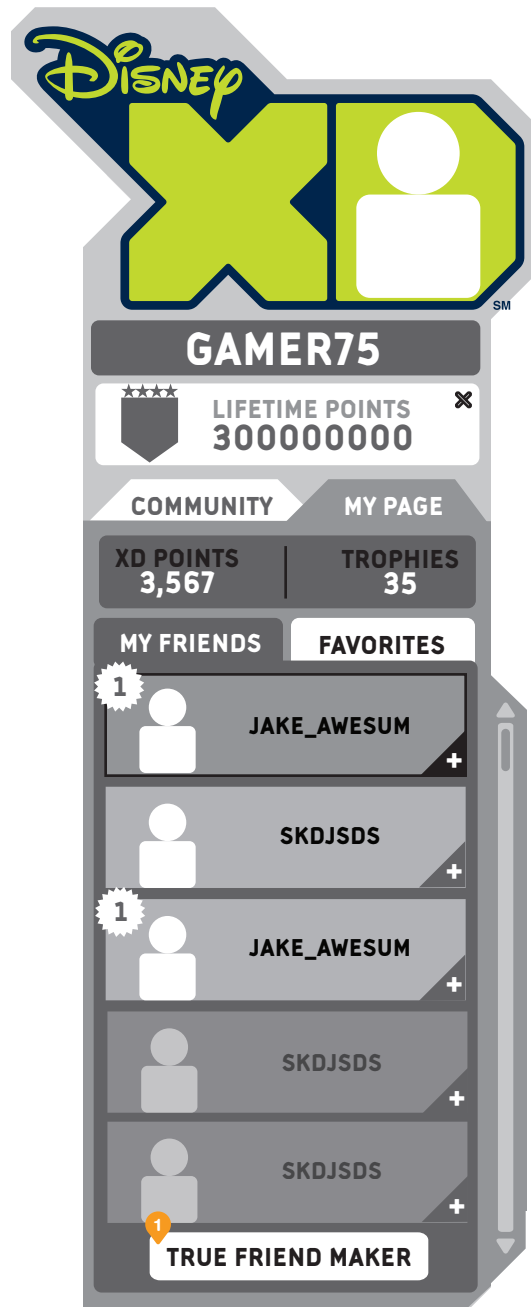
HOW TO GET HERE:

- Click on "Chat" button on a user in the "My Friends" list.

INTERACTION NOTES:

1) CHAT WINDOW

An initiated chat pops up a chat window, which floats above content and is draggable.



HOW TO GET HERE:

- Click "True Friends" button under "My Friends" tab.

INTERACTION NOTES:

1) TRUE FRIENDS MAKER BUTTON

Calls in an existing True Friends widget (similar to Chat widget) that simply generates a special code that user can later email to a friend separately.



HOW TO GET HERE:

- Click on user you're chatting with in the chat window.

INTERACTION NOTES:

1) MY FAVORITES

Brings up a list of favorite items the user has saved, with most recent items at top. Primarily games, but can possibly be other items (but not videos). Thumbnails are 33 x 33.